CSCI321 – AlphaLogic – Project Plan

Session 1

This document starts from Week 7 as this is where the tasks have started to diverge from group work into separate individual tasks considerably.

Week	Date	Tasks	Adam	Jordan	Ryan	Vince
7	18/4 – 25/4	Technical manual information sections: about the project, about our framework and operating environment; information we can easily fill out now.	Sections 1.2, 3.1 and 12.2	Sections 2.1, 2.2, 2.3 and 4.4	Section 1.4 (Project Aim)	Sections 1.3 and 5.1
		Design and document the relationships (roles and data flow) between the project's main subsystems. This information will be used to create the context diagram.	✓	✓	Creating the diagram in Visio	✓
		Implement the base animation engine into the character editor program.		✓		
		Time spent in hours	**4**	**6**	**4**	**4**
8	25/4 – 2/5	Get familiar with JXgE (Jordan's XNA (game) Engine).	✓	n/a	✓	✓
		Move down into the modules of each subsystem and formalise their design—completing the technical designs within the technical manual. This includes the AI systems.		AI engine and game engine	Fighting engine—overview & event system	Fighting engine—fighting & moves
		Formalise the user interface designs (screens) with diagrams, labels and descriptions. Use multiple screens to show different scenarios if necessary.	Menu & Character Select screens		Options screen	Battle screen
		Complete the animation engine in the character editor program.		✓		
		Time spent in hours	**3 (sick)**	**6**	**7**	**6**
9	2/5 – 9/5	Begin to implement a prototype of our class structures as working stubs based on the designs. Any issues relating to modifications or additions to the design need to be raised and documented.	All user interface screens	Bone Animation & AI engine	Fighting engine base and events	Fighting engine base and moves
		Test and resolve any dependencies that haven't been implemented. Ensure that the project builds and mirrors the links described in the design documentation.	Screens	AI—Fighting Engine	Fighting Engine—Characters	Fighting Engine—Moves
		Fill out sections of Data Structures in Tech Doc	Character & Fighting Engine	AI Brain, IController Interface	Fighting Engine & Event System	Event System & Move
		Time spent in hours	**5 (sick)**	**16**	**8**	**8**
10	9/5 – 16/5	Extend and complete sections of the technical documentation.	Screen connectivity	Character Modeller and Data Flow	Above, cont.	Above, cont.
		Prototype and begin to implement basic screens with basic functionality.	User interface—connectivity	Engine mechanics	User interface—menus	User interface—menus
		Revise and update the tech manual based on modifications made to the design during prototype (above)	As above	As above	As above	As above
		Evaluate and proofread both items of documentation.	✓	✓	✓	✓
		Create placeholder graphics for the project in order to take screenshots for the user manual (due next week) and prepare the user manual for marking		✓	Prepare user manual	
		Time spent in hours	**10**	**14**	**12**	**10**
11	16/5 – 23/5	Unless already done, evaluate and proofread documentation, polishing where necessary.	✓	✓	✓	✓
		Complete the website (front page, finalise content, evaluate)	✓	✓	✓	✓
		Print out documentation items to hand in.	✓	✓	✓	✓
		Time spent in hours	**8**	**8**	**8**	**8**
		Preliminary Project Documentation (Technical Manual and User Manual) DUE				
12	23/5 – 30/5	Begin to implement user interfaces fully. (Placeholder graphics will do)	✓		✓	✓
		Begin to implement a basic fighting engine, as much as is possible.			✓	✓
		Continue work on the Character Modeller (spritesheet implementation)		✓		
		Draw concept art: fighters.		✓		
		Make sure project diaries are up to date for evaluation	✓	✓	✓	✓
		Time spent in hours	**2**	**2**	**3**	**3**
		Project Diary Evaluation DUE				
13	30/5 – 6/6	Co-ordinate work streams for each member and for the free weeks ahead	✓	✓	✓	✓
		Time spent in hours	**0**	**1**	**0**	**0**
		Project Website DUE				
e1	6/6 – 13/6	**Exam week 1**				
e2	13/6 – 20/6	**Exam week 2**				
e3	20/6 – 27/6	**Exam week 3**				

Mid-session recess came and went. We did little apart from discussing what to do next. This was in some cases laziness, and in some cases a lack of time due to other commitments. In any case, we needed the break after exams.

Session ss

Week	Date	Tasks	Adam	Jordan	Ryan	Vince
1	25/7 – 1/8	Organise and structure project plan		✓		
		Time spent in hours	**0**	**1**	**0**	**0**
2	1/8 – 8/8	Continue to work on fighting engine		✓	✓	✓
		Evaluate progress and project to date	✓	✓	✓	✓
		Time spent in hours	**1**	**2**	**6**	**6**
3	8/8 – 15/8	Continue to test and develop the fighting engine: round states, win conditions, simple event managing		General	Event manager and players	Round conditions, gameplay
		Updating user interfaces, making them look as designed	Coding	Art		
		Character Modeller ready to use		✓		
		Time spent in hours	**3**	**10**	**5**	**2**
4	15/8 – 22/8	Integrate dummy model from modeller into game, begin fusing animation code into player code		General	Coding	Coding
		Implementing screen functionality, e.g. credits actually shows credits, intro/splashscreens, options actually sets variables, etc.	Coding and testing	General	General	
		Character modeller: advanced features (sprite swapping, animation chaining and previews)		Postponed		
		Technical Documentation	UI, screens/ state diagrams	General	Test cases	Fighting engine, event manager
		User Manual: update to reflect changes if necessary	✓	✓	✓	✓
		Experiment with some simple music and sound effects		✓		
		Time spent in hours	**3**	**6**	**6**	**5**
5	22/8 – 29/8	Integrate moves and engine mechanics into the game with event manager. Damage, moves, collisions, physics and win conditions should be implemented. In other words a complete round can be played. Use simply dummy moves for now.			Coding	General
		Tidy up any necessary code to keep it robust.	✓	✓	✓	✓
		Tie up any loose ends between Sensei & Modeller.		✓	✓	
		While still completing functional requirements, begin work on Non-Functional Requirements: appropriate colour schemes, character bios, proper control scheme implementation.	✓	✓	✓	✓
		Basic COM player implementation.		✓		
		Time spent in hours	**5**	**7**	**10**	**8**
6	29/8 – 5/9	Continue COM implementation to an acceptable (need not be complete) standard. In other words it does pretty much everything it needs to, functionality wise, and can be demonstrated.		✓		
		Continue AI implementation, learning algorithms and fundamental building blocks (“memory” handling, decision systems, etc.)		✓		
		Work on a semi-final user interface. It should look fairly close to the final one except maybe without fancy animations or that final touch. They should work as expected and there should not be any missing screens (but they may not work fully if what they change is not implemented e.g. AI save files)	✓	✓		
		Aim to complete some High priority functional requirements.	UI implement.	General	Fighting Engine	Fight.Genrl.e.g pause game
		Give each character its own character model with placeholder graphics and animations. Some move animations too.		Coding, Modelling		General
		Time spent in hours	**8**	**20**	**10**	**7**
		Project Diary Evaluation DUE				
7	5/9 – 12/9	Complete most remaining High priority functional requirements.	✓	✓	✓	✓
		Begin to design and create move sets for the characters.		✓		✓
		Create game content for character bio screens, user interfaces, backgrounds, etc. They need not be finals.	General Content	Art Content		
		Polish existing placeholder game content for a nicer demonstration (UI, characters if applicable, etc.)		✓		
		Improve and add to the AI subsystem, focusing on pattern recognition.		✓		
		Update both manuals to reflect progress and changes.		Technical	User	
		Time spent in hours	**7**	**18**	**10**	**8**
8	12/9 – 19/9	Aim to complete all High priority functional requirements except those which require the project to be complete.	✓	✓	✓	✓
		Fix any minor bugs or any undesirable features before demonstration.	✓	✓	✓	✓
		Continue to create game content: any necessary UI, character sprites, backgrounds, etc. Also work on music/SFX for demonstration.		✓		
		Complete basic moves and anything else necessary to demonstrate matches.		General	Coding	Move Design
		Time spent in hours	**6**	**10**	**12**	**8**
		Prototype Demonstration DUE				

Week	Date	Tasks	Adam	Jordan	Ryan	Vince
9	19/9 – 26/9	Aim to complete some Ideal requirements, consider Med requirements.	✓	✓	✓	✓
		Test the game from a player's point of view and make any changes necessary to keep the experience simple, consistent, elegant and versatile.	✓			✓
		Work off any suggestions or criticisms presented during the prototype demonstration, and update any wishlists, etc., for any ideas that may improve our game.	✓	✓	✓	✓
		Continue to develop both COM and AI algorithms.		✓		
		Time spent in hours	**6**	**20**	**14**	**10**
		External Testing				
msr	26/9 – 3/10	Have a break. Have a Kit-Kat. Also, update the website based on suggestions and changes.		Eating that Kit-Kat		
		Revise user manual if necessary.	General UI		General	Moves
		Revise technical manual if necessary.		✓	✓	
		Work on final necessary game art, final characters, UI, backgrounds, etc. Work on final character models.		✓		✓
		Time spent in hours	**1**	**12**	**9**	**7**
10	3/10 – 10/10	Continue testing the AI and COM players to ensure the algorithms work as expected. Debug any problems encountered.		✓	✓	✓
		Continue to work on the game. Story mode, polishing game mechanics, testing, bugfixing and any minor improvements.	✓	✓	✓	✓
		Finalise the user interface code so that it is tight, accessible (D-Pad should work anywhere thumbstick would, etc.), consistent, practical (within title safe area, etc.) and flashy. See Non-Func Req. for theme.	✓	✓	✓	
		Voice acting – sound effects for characters.		✓		
		Music and sound.		✓		
		Time spent in hours	**3**	**14**	**9**	**6**
11	10/10 – 17/10	Finalise the user interface art, make it flashy.	Coding general	Art content, advanced code		
		Work on shaders and special effects for the game.		Art content, pixel shaders	Effect design and coding	Effect design
		Polish and finish Modeller for demonstration if necessary.		✓		
		While nothing is officially planned, there **will** be something you can do to make the game and/or project better. Do it. :)	✓	✓	✓	✓
		Time spent in hours	**4**	**15**	**11**	**10**
		External Testing 2 [POSTPONED]				
12	17/10 – 24/10	Revise both the game, documentation and project deliverables (such as the website) to ensure that everything is complete to an acceptable, submittable standard. If they are, begin to work on some wishlist ideas.	???	???	???	???
		Test and play our game a lot to ensure that it is fun and would look fun and impressive to anyone we were showing.	✓	✓	✓	✓
		Prepare deliverables, print manuals if necessary, decide on method of presentation, prepare for presentation (make pre-made AIs to show, etc.)	✓	✓	✓	✓
		Time spent in hours	**?**	**?**	**?**	**?**
		Project Diary, Final Product (Code, User Manual, Technical Manual, and Presentation) and Final Website DUE				
13	24/10 – 31/10	***Nothing planned, let's hope it stays that way.***	✓	✓	✓	✓
		Tradeshow				